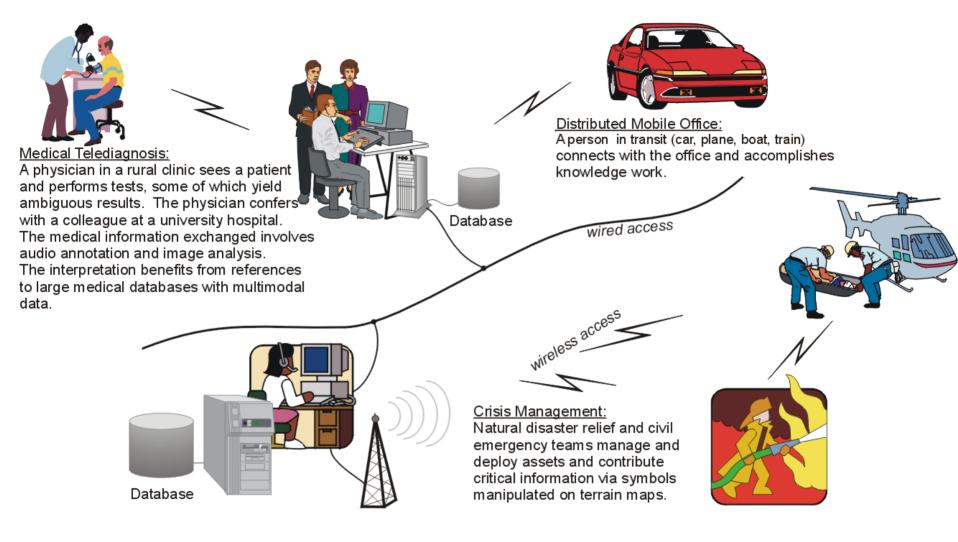
Pervasive Computing Made Easy?

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User Interface Technologies

• Sight

- region-of-interest detection
- gaze tracking; visual gesture
- face detection/recognition

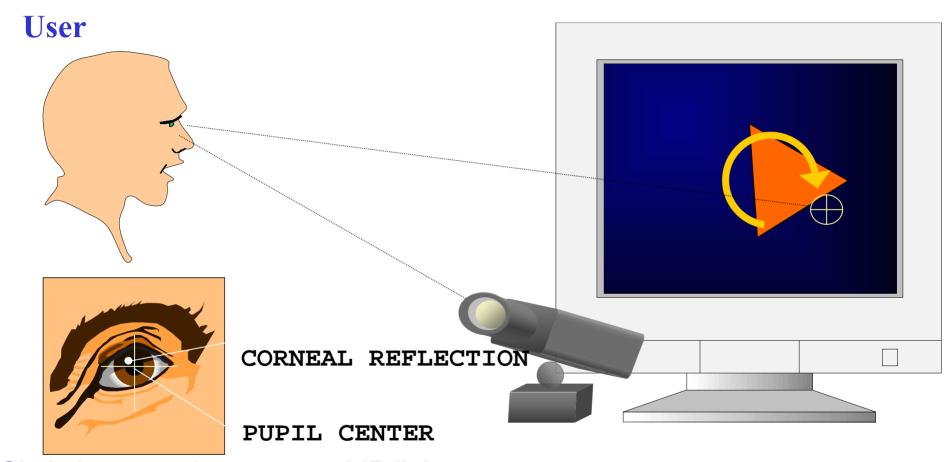
Sound

- beam-steered microphone arrays
- speech/speaker recognition
- computer voice response

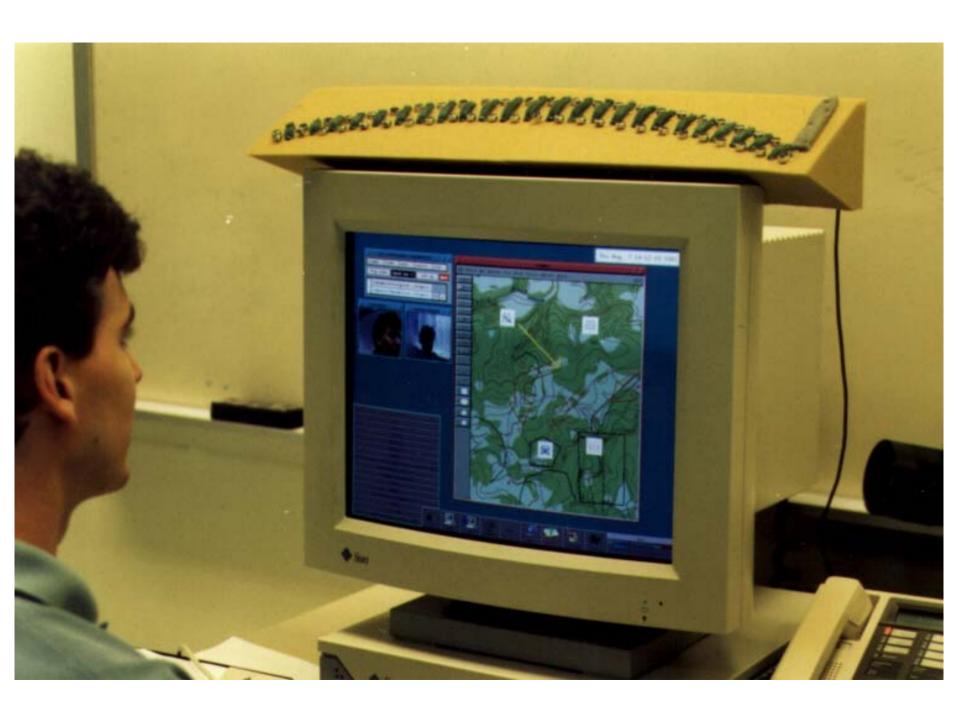
Touch

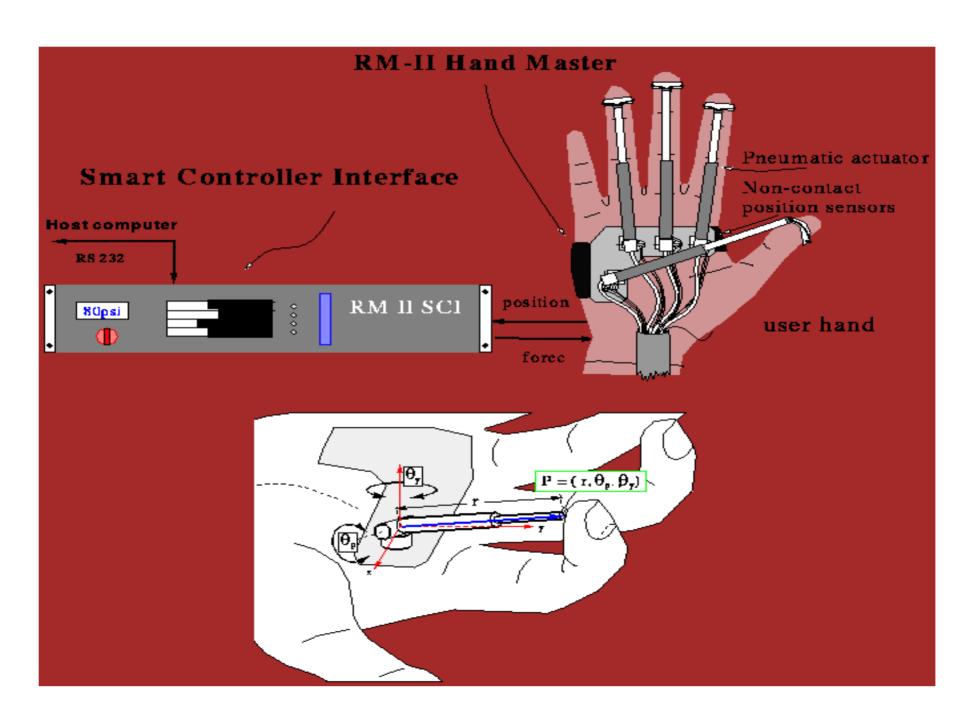
- force-feedback grasp
- manual gesture

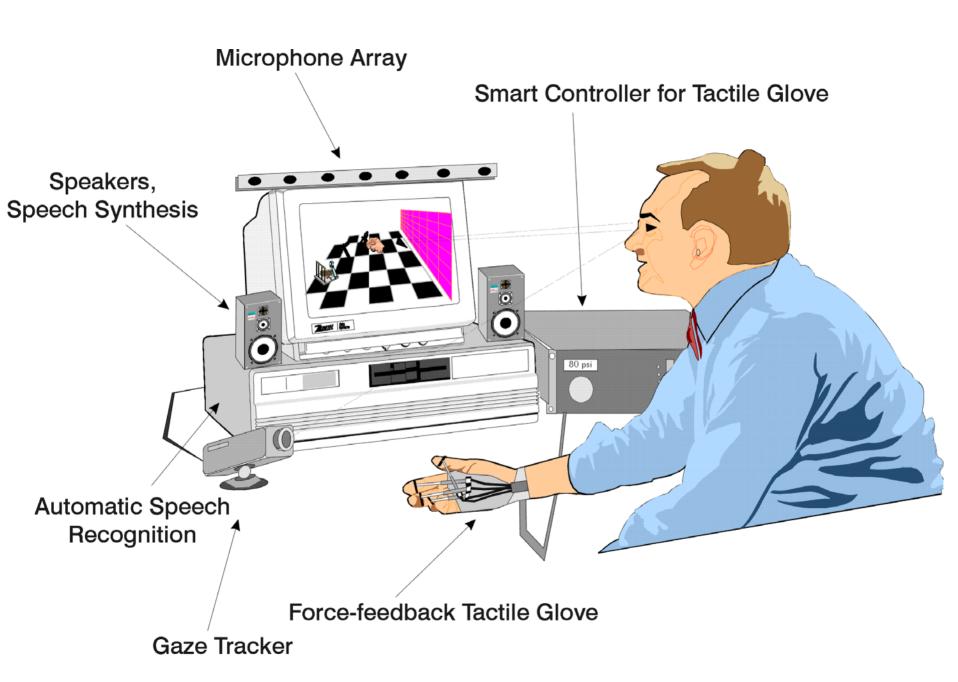
Gaze-Directed Visual Communication



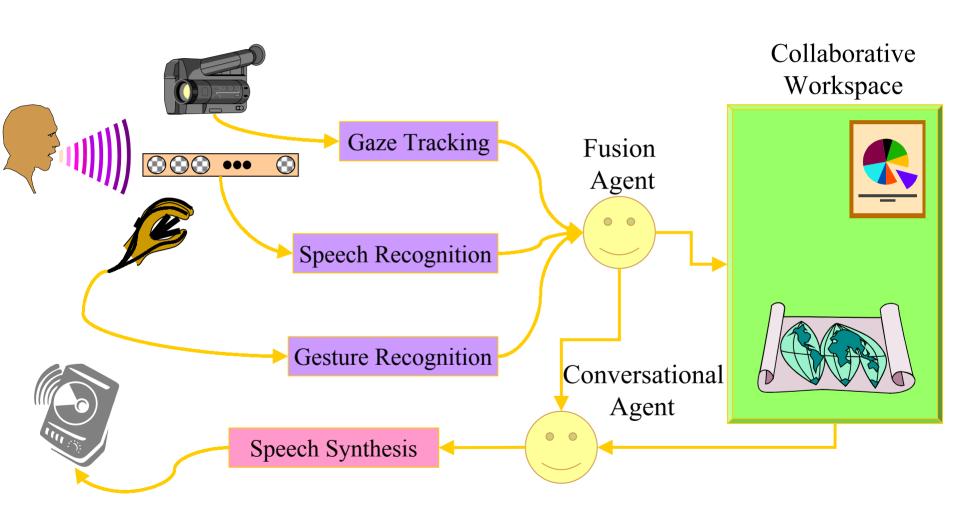
Gimbal-mounted camera and IR light source tracks gaze by computing angle between the corneal reflection and the centroid of the pupil.



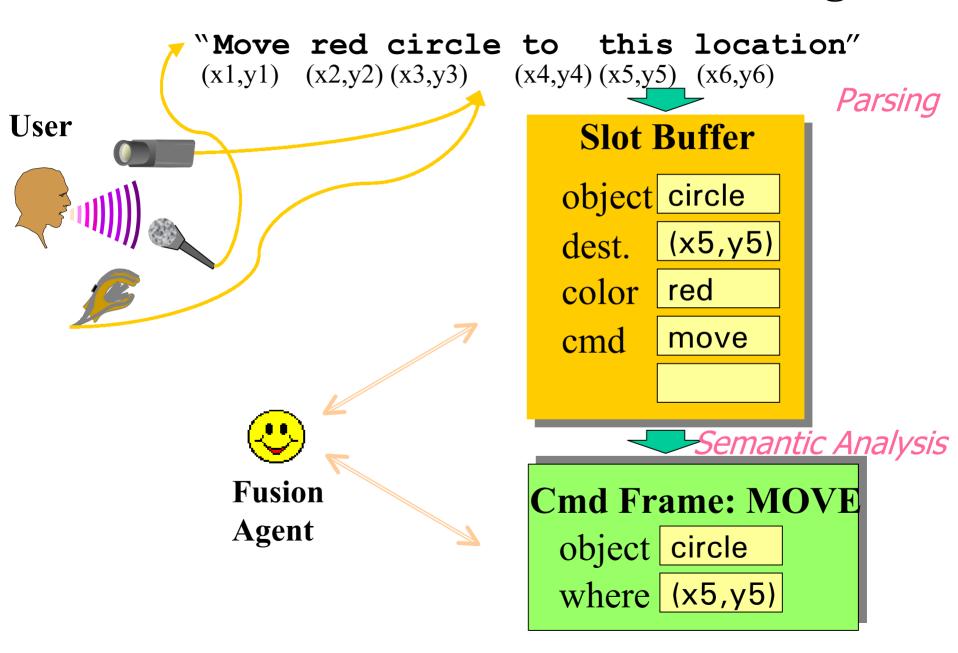




Multimodal Human/Machine Interaction

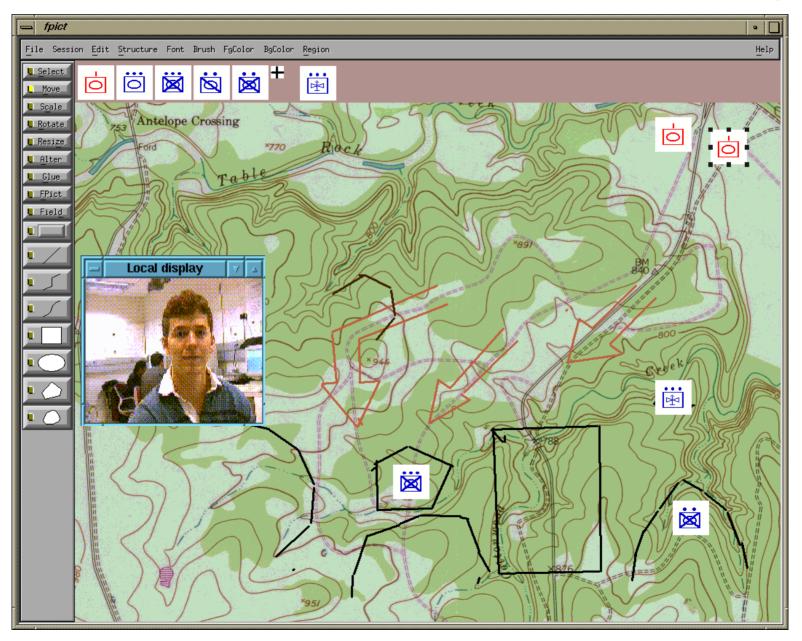


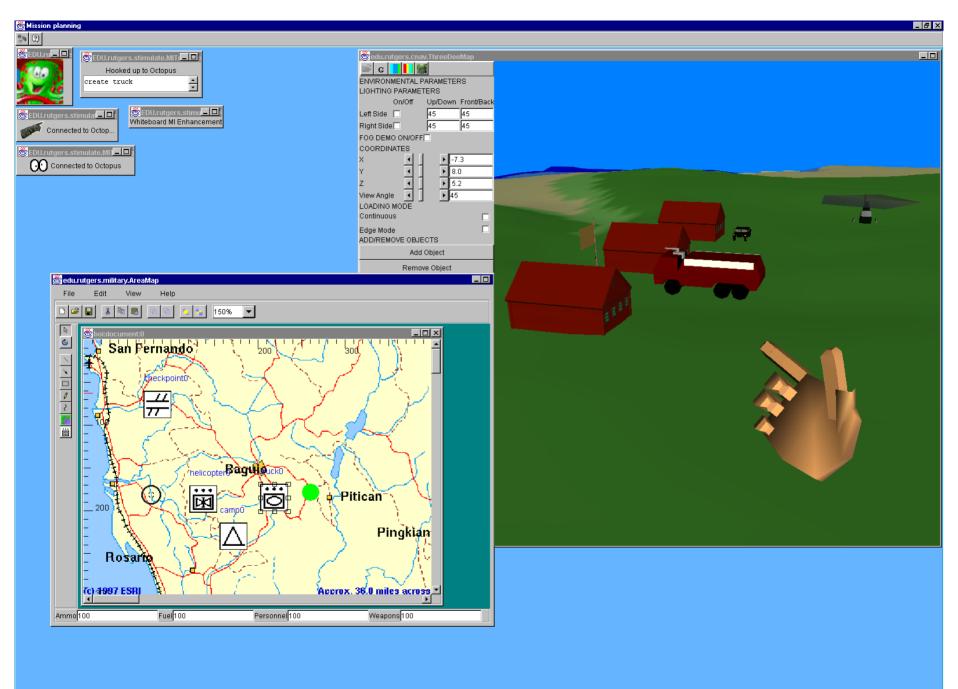
Frame Instantiation and Slot Filling





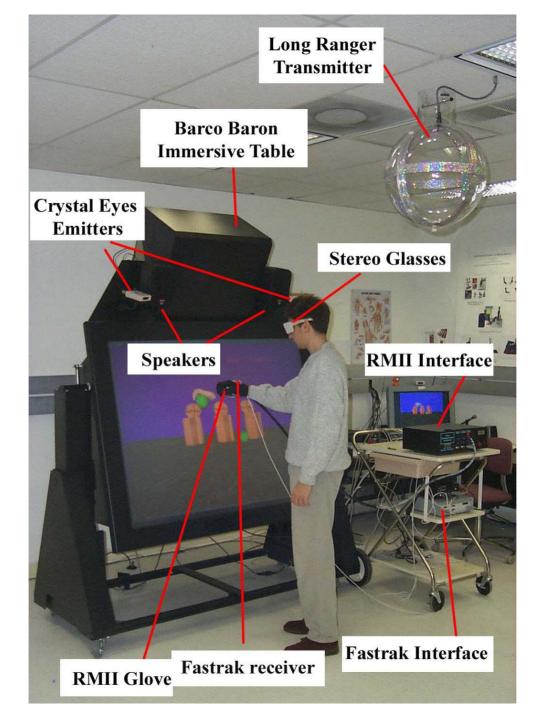
Application: Mission Planning

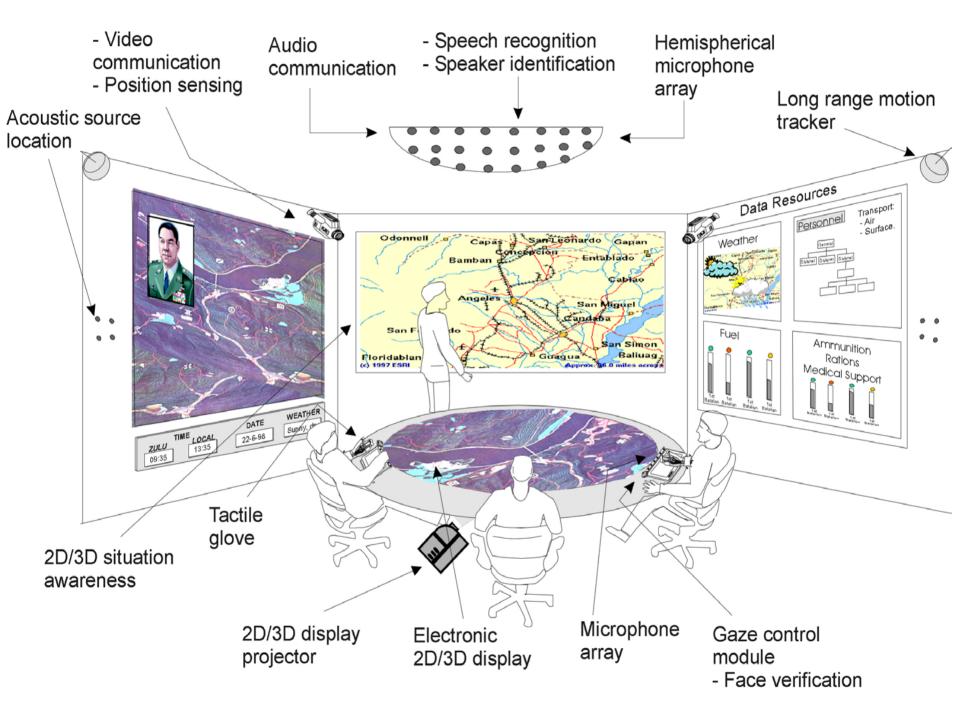




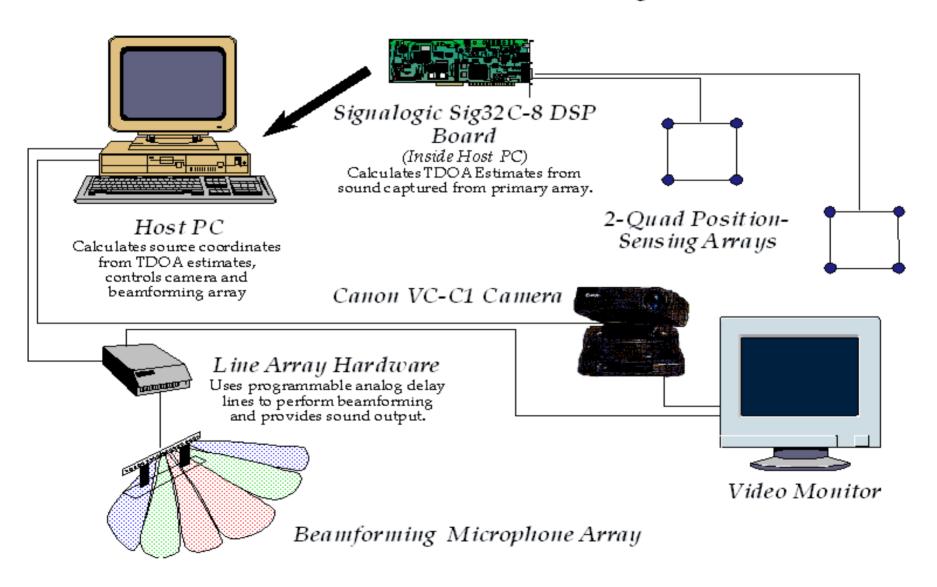
Large Volume Interactions

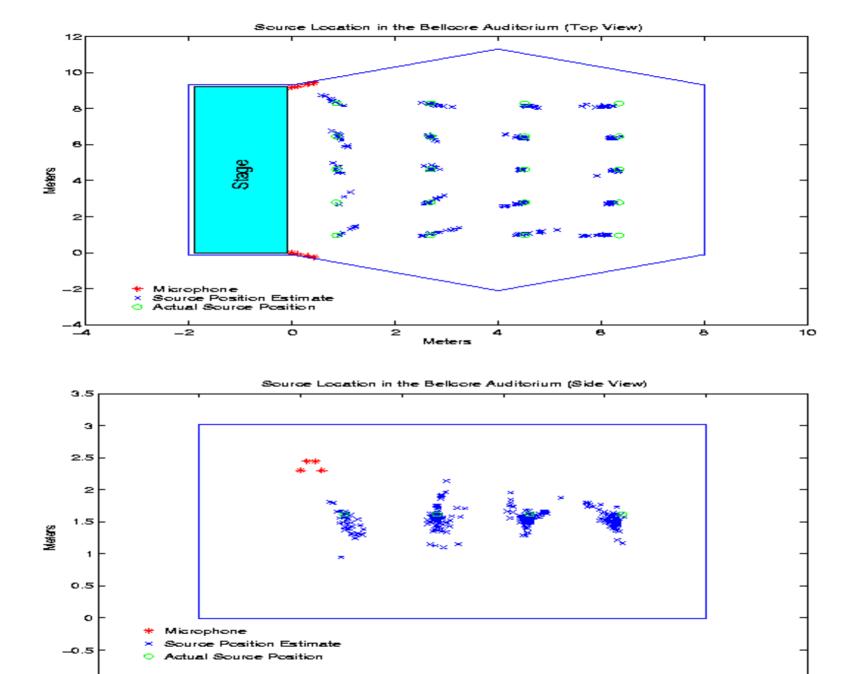






The Source Location System





Meters

10

-2

0

